SPRINGBOARD™

Stickers™

Instructions

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Available in the following formats:
Apple II + , IIe, IIc–disk
IBM PC, PCjr–disk
Commodore 64–disk

To the Parents

Stickers are the rage with children. They're collecting them, swapping them, stickering up everything they own.

Our program "Stickers" was inspired by the tremendous intrigue that children have for shapes and colors and spaces.

Every child loves to create colorful pictures. This game encourages your child to pick shapes and colors to complete imaginative sticker pictures while improving problem-solving skills.

As the cursor moves around the screen, your child will gain confidence in using the computer as a creative tool. Making choices between shapes, colors, and positions will teach decision making and evaluating skills. And there is no limit to what your child can do. In addition to the 100 sticker pictures we provide, the Sticker Playground encourages children to create an endless variety of their own stickers.

Springboard Software's team of educators and child development specialists is confident that your child will enjoy exploring with STICKERS, learning through creating.

Getting Started...Let's Load the Program

Apple II+, IIe, IIc

1. Insert the Stickers disk into the disk drive.
2. Turn on the computer and the monitor.

Commodore 64

1. Turn on the disk drive, monitor and computer.
2. Insert the Stickers disk into the disk drive.
3. Type **LOAD "STICKERS", 8**

Press the RETURN key.

4. When READY appears on the screen type **RUN**
5. Press the RETURN key.

Your program will come up soon.

IBM PC, PCjr

This procedure should be used to make a disk which automatically runs when the computer is turned on or the **CTRL-ALT-DEL** keys are simultaneously pressed. It is assumed that you have already purchased the IBM Disk Operating System (DOS). Use of DOS 2.0 or 2.1 requires 128K of memory. Use of DOS 1.1 requires only 64K of memory. If you put DOS 2.0 or 2.1 onto the program disk, you will not be able to replace it with DOS 1.1 at a later date. (The PCjr requires 2.1 DOS.)

Directions for preparing the program disk with either one or two disk drives are as follows:

One Disk Drive Procedure

1. Insert the DOS disk into drive A and turn the power on.
2. Enter the date and time. Wait for the A> prompt.
3. Remove the DOS disk from drive A and insert the program disk.
4. Type **B:SETUP** and press the RETURN key.
5. Each time the system asks for the drive B disk insert the program disk into drive A. Each time the system asks for the drive A disk, insert the DOS disk into drive A.

After the final A› prompt the program disk is ready for use as a self-loading disk.

Two Disk Drive Procedure

1. Insert the DOS disk into drive A and the program disk into drive B.
2. Turn the computer on. Enter the date and time and wait for the A› prompt.
3. Type **B:SETUP** and press the RETURN key.

After a transfer of files the program disk will be ready for use as a self-loading disk.

Cursor Movement

The cursor is a small arrow which you move around the screen. If you are using a joystick, orient it so that the cursor moves up when you push the stick forward, the cursor moves left when you push the stick to the left, etc. Press a joystick button to make a selection, pick something up, or drop something.

If you are using the computer keyboard, the cursor is controlled by the following keys:

Apple
- press the I J K or M keys to move large steps
- hold down the CONTROL key while pressing the I J K or M keys to move small steps

IBM
- press the arrow keys to move large steps
- hold down the SHIFT key while pressing the arrow keys to move small steps

Commodore
- press the I J K or M keys to move large steps
- hold down the CONTROL key while pressing the I J K or M keys to move small steps

Press the SPACEBAR to make a selection, pick something up, or drop something.

Sound on/off

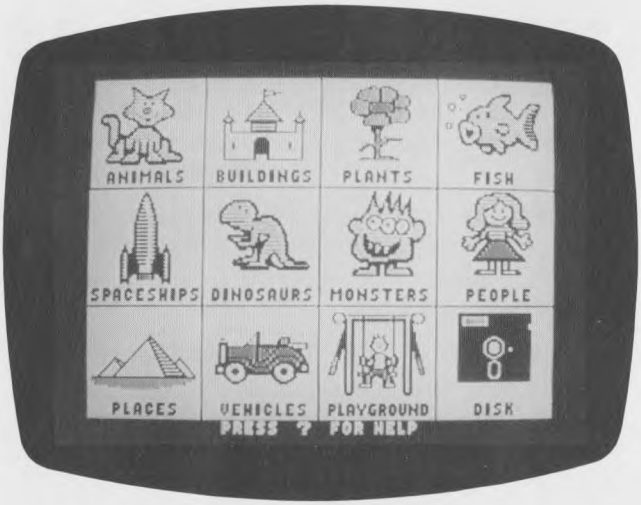
On the Apple and IBM PC computers, pressing **CTRL-S** turns the sound on and off.

The PCjr version will request which type of sound output you desire each time the disk is booted.

The Commodore 64 sound comes out of your television and can be adjusted with its controls.

Picture Menu

The Picture Menu makes it easy for young children to use the program. Moving the joystick or pressing the cursor control keys causes the names of the different picture categories to flash. When the name of the picture category they wish to select is flashing, they simply press the SPACEBAR or the joystick button. They are then taken to the appropriate area.



Overview of Games Included

Individual Game	Summary of Activity
Sticker Work Area	■ Discriminating and matching shape, size, and orientation to fill in sticker pictures ■ Develops relationship of parts and whole ■ Encourages problem solving and decision making ■ Develops fine motor control
The Playground	■ Allows child to use parts to create a whole picture ■ Encourages translating an idea into a picture ■ Enhances decision making skills
The Sticker Maker	■ Provides opportunity to redesign existing shapes that can be used on the Playground

Sticker Work Area

The first of ten pictures from the selected picture category is displayed in the work area. The objective is to match the stickers below the work area with the shapes that make up the picture. Sometimes the stickers will need to be rotated with the rotation icon before they will match. The paint can icon colors the stickers.

Use the cursor to pick up the stickers and move them around the work area. When you think the sticker matches a shape, drop it into place by pressing the joystick button or the SPACEBAR. If it is a match, the sticker will stick. To get rid of a sticker, simply move out of the work area.

For more ideas see Additional Activities to Extend Learning Both On and Off the Computer pg 13.

Work Area Icons:

The disk icon lets you load and save sticker pictures

The Picture Menu icon takes you back to the menu

The book icon lets you page through the different sticker pictures in the picture category

The Playground icon takes you to the Playground

The question mark provides instructions

The rotation icon rotates the stickers

The paint can colors the stickers

The Playground

In the playground you are free to drop stickers anywhere you want. There are no shapes to match them with. Create your own sticker pictures. You can even go to the Sticker Maker by selecting the scissors icon and create your own stickers!

For more ideas see Additional Activities to Extend Learning Both On and Off the Computer pg 13.

Playground Icons:

The disk icon lets you load and save Playground pictures

The scissors icon takes you to the Sticker Maker

The Picture Menu icon takes you back to the menu

The question mark provides instructions

The rotation icon rotates the stickers

The paint can colors the stickers

The Sticker Maker

The Sticker Maker lets you change what the stickers look like. Use the cursor to pick up any sticker and drop it into the small box in the lower left corner of the work area. A grid will appear with an enlarged image of the sticker. Use the cursor to go onto the grid and alter the sticker shape by turning pixels on or off with presses of the joystick button or the SPACEBAR. As you change the sticker on the grid, it will also change in the small box and in the row of stickers below the work area.

When you return to the Playground, the picture you left there will still be present along with the new sticker shapes you just created. You can go back and forth between the Playground and the Sticker Maker as much as you wish.

Sticker Maker Icons:

The disk icon lets you load and save sticker shapes

The Playground icon takes you back to the Playground

The Picture Menu icon takes you back to the menu

The question mark provides instructions

To Save or Load Your Creations

You can save or load sticker pictures, playground pictures, and sticker sets. Select the disk icon and use the joystick or keyboard to indicate whether you wish to save something or load something.

If you wish to save something, type in a name to save and press the RETURN key.

If you wish to load something, move the selector rectangle up and down the names of the pictures and sticker sets on the disk. When it contains the name of the file you wish to load, press the joystick button or SPACEBAR.

Special Note:

The Sticker program disk cannot be used to save your pictures or sticker sets. It must be in the disk drive at all times, however, except when you are saving or loading your own pictures or sticker sets. Therefore the program will be instructing you to insert either the Stickers program disk or your own data disk.

Apple owners: If you have two disk drives, insert the Stickers program disk into drive 1 and your data disk into drive 2.

Additional Activities to Extend Learning Both On and Off the Computer

Stickers is designed to present shape discrimination and problem solving activities in an engaging, creative way. The child can choose to fill a picture that already exists on the program or create a unique sticker picture on the Stickers playground. Most children will be able to use the program with very little assistance. However, there are a number of options that you may want to highlight for the new Stickers player. Once introduced to these capabilities, even the young chlid can explore, experiment and create in an infinite number of ways.

Additional activities to extend learning:

1. Once the child has chosen a Stickers picture category, help him learn about the icons around the edge of the screen. New pictures can be paged through by selecting the book icon. Sticker pictures get progessively harder so you may want to encourage young children to begin with one at an appropriate level.

2. When the paint can is selected, the color of all the shapes at the bottom of the screen changes.

3. Point out the rotation icon. Each time it is selected the shapes will rotate 90 degrees. Have your child experiment with this icon...talk about how the shapes change orientation.

4. Select the playground from the menu (the icon that looks like a child swinging). A blank screen with icons and shapes around the edges will appear. At first, encourage your child to pick up existing shapes and place them on the screen. It doesn't have to look like anything, it's just for fun! Next, show him or her how to make simple pictures using the shapes (a snowman, a tower, a caterpillar). Interesting patterns can also be made by repeating the same shape around the screen. Just be sure that the child understands that playing around and exploring is the most important thing... that's what nurtures creativity. Encourage experimentation with all the shapes, colors, and then rotate them for a new perspective.

Limited Warranty

Springboard Software, Inc. warrants this software product against defects in manufacturing for a period of thirty days following purchase. If, during that period, you cannot properly load the program, you may return it together with proof-of-purchase date to Springboard for a replacement. After thirty days a replacement can be obtained by sending the original product and $5.00 to the manufacturer, provided that the software product is then being manufactured by the manufacturer.

Returns should be sent to: Springboard Software, Inc., PO Box 35809, Minneapolis, Minnesota 55435.

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Library of My Sticker Pictures

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